1. Greeting
   1. Agent initiates [*presence detected*]

“**Hi, I’m Alice. How are you?**”

* 1. User initiates
     1. “**Hi!**”

Agent returns: “**Hi, I’m Alice. How are you?**”

* + 1. “**Hi, how are you?**”

Agent returns: “**I’m doing great. Have you ever been to Wonderland?**”

* 1. Agent initiates subject
     1. User: “**No**”

Agent: “**No? I will tell you all about it.**”

* + 1. User: “**Yes**”

Agent: “**Great! Let’s talk about it!**”

1. New information retrieval enabled

arousal > 0.6: opinion (long)

arousal < 0.6: neutral (short)

* 1. Agent puts forward set of topics to choose from:

Agent initiates: “**Would you like to talk about the white rabbit, the hatter or the gryphon?**”

* 1. Agent responds to user-selected topic [*x = White Rabbit, Hatter, Gryphon*].

User initiates: “**Can you tell me about [*x*]?**”

* + - 1. Agent tells about [*x*].

“**The white rabbit was at the tea party**” (neutral)

“**The white rabbit was mean at the tea party**” (opinion)

* + - 1. If not mentioned [*x*], previous [*x*] is assumed as subject (answer follow-up).

“**The white rabbit was mean, because he had no chairs.**” (opinion)

* + - 1. If all knowledge shared, agent states so.  
         “**That’s all I know about [*x*].**”

1. Old information retrieval enabled (if changes are made to the manager.xml file)

See the document “[Alice\_Interaction\_v01](https://drive.google.com/open?id=0B_Wwmu__kRHUSEp2eHBhQ0hPM1E)”, section 2.

1. Goodbye
   1. Turns > 10 OR Time > 120 OR No presence user

Agent initiates

* + 1. “**Sorry. I have to go.**”
       1. “**See you**”
       2. “**Bye bye**”
       3. “**Goodbye**”
          1. If user says “**no**”

Agent gives feedback (5a) and resumes info-retrieval (2/3)

* 1. User Initiates: “**See you**”  
     Agent returns
     1. “**Goodbye**”

1. Feedback
   1. Agent initiates apology (for example misinterpreting goodbye)

“**Sorry.**”

* 1. Unclear user intention

“**Sorry?**”